MILATARI-LIMITED EDITION

Volume XII Issue 3 MARCH 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

In Wisconsin the Trillium
is one of the first messengers of spring

*Come, help us celebrate the
first day of Spring.*

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by Lee Musial

**The 8 Bitter Guest Contributor
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from L.C.A.C.E.**

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NEW P.D. FILE LISTINGS

David Glish
1020 Parkway DR
Brookfield, WI 53005

Mᴵᴬ

This Month:

General Meeting
Saturday, March 20 - Noon
Greenfield Park Lutheran Church
1236 S. 115th St.

Executive Board Meeting
(All members invited)
Sunday, March 28 - 7:00 p.m.
Shakey's
96th & National Ave.

Election of Officers :

April 17, 1993

Membership

MilAtari is open to all individuals and families interested in computing. Annual dues are $22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

Meetings

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

MilAtari By-Laws

Section XII, Article 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

Elected Officers

President	Lee Musial	462-7557
VP-8 Bit	Joe Sliker	483-7917
VP - ST	Bruce Rahlf	483-0464
Secretary	Dave Glish	784-9053
Treasurer	Ed Newman	628-2556

Appointed Officers

BBS Sysop	Richard Dankert	246-3087
Cashier	Help Wanted	
Editor	Andy Learner	933-6000
Pub. Relations	Linda Heinrich	421-2376
8 Bit PD	Michael Koepp	259-0768
ST PD	Dennis Wilson	546-0282
Resale	David Deeds	466-3036
Publications	Help Wanted	

Assistants and Notable Volunteers

	The Distinguished	
Special Events	Armin Baier M.D.	774-1673
Sysop Asst.	Carl Verbanac	453-3940
ST Suppl.	Bill Janutka	543-7609
MAC PD	Bob Garlock	
Diagnostics	Bill Rupp	
Kid's Korner	Chuck Dahms	774-8911

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The Editor gladly accepts submissions by mail, on floppy disc, sent in ASCII (preferably) or any other standard word processing format using absolutely no formatting within the doc, as in tabbing, indenting, centering, bold, italics, etc. For information on placing ads, contact the Editor. Submissions may also be made through either MilAtari BBS in the "Newsletter" room or file sig.

All of this publication is produced on a Mega4 ST-60meg HD and printed on an SLM 804 using Ditek's CALAMUS. Newsletter office hours are 10 to 2 most days, when I have to go to my real job. Questions may be answered by Dr. Armin Baier, or on our BBS.

"But I was so much older then, I'm younger then then now"

BOB DYLAN

PRESIDENTS RAM..

by Lee Musial

Last month's meeting proved to be a very good one with quite an impressive showing. I hope that everyone either sold everything they brought or found just the thing that they were looking for. This month's meeting will be a very important one. After having them in their possesion for the past month, all attending members will vote in the revised By-laws. A 2/3 majority of all attending members is needed to pass them.

Also, at the February Board meeting a Nominating Committee was formed. It consists of: Dennis Wilson (Chairman), Linda Heinrich and Dr. Armin Baier. Nominations were taken at the Board meeting with Dave Glish (presently our Secretary) and Rick Janowski running for President, Ed Newman (presently our Treasurer) running for Vice President and Bruce Rahlf (presently our ST Vice President) running for Treasurer.

No one accepted nomination for the position of Secretary. Nominations will be taken again at the business meeting at this month's general meeting. All members in good standing are encouraged to come and participate. Hopefully, by the time you are reading this the new Atari Falcon will in the public's hands.

One thing that all MilAtarians are interested in is if it will run Midi-Maze (can you spell GEN CON?). If anyone has any information on this, PLEASE call me! My number is 414-462-7557. I have been in constant contact with the fine people at TSR, and they assure me that this year's GEN CON will be the biggest yet! Judging by last year's show, that's quite a claim!

There will be many other computer events this year along with MilAtari and MACE (Milawukee Area Commodore Enthusiasts). One that really sounds interesting is called Virtual Reality. Anyway, I'll stack the excitement of a good old Midi-Maze ring against anything the competition has, not to mention having some ST's, Lynx's and Falcons around to boot!

The next SEC meeting will be scheduled at or after the next general meeting on March 20, 1993.

Lee

"There are places I remember all my life,
Though some have changed.
Some forever not for better,
Some have gone and some remain.
All these places have their moments,
With lovers and friends I still can recall.
Some are dead and some are living,
In my life I've loved them all.
"PAUL McCARTNEY & JOHN LENNON"

The slate of officers submitted for nomination to steer MilAtari for the coming year will be presented at the March meeting. The meeting is open for nominations from the floor. We are in need of a volunteer and a nonimation for the office of Secretary. This is an enviable and prestigeous office.

The Management

MAC ATTACK
by: Bob Garlock

Shareware....

I search around the various on line services and bulletin boards for ST, Mac and IBM software. Let me tell you, the ST stuff is really becoming scarce. I'm sure you all can deduce that yourself. If it wasn't for Europe, we would be in big trouble. The Mac stuff is still holding out pretty well, although a lot of the new stuff is for color only. That's pretty much expected though. Color is really becoming popular with the Macs. For the GCR compatible stuff there still is a good selection. Lots of games, demos, and utility programs of every sort. There is some pretty sharp Mac guys cranking out some very nice programs.

The real mecca for shareware is for the IBM platform. Some of the stuff is unbelievably great. Some of the games rival the quality found in commercial offerings. Sadly, most of these gems won't work on the ST emulators due to graphic problems, etc. If you are into this platform check out "Jill Of The Jungle", "Castle Wolfenstien 3D", "Win Trek", or any other of these super game programs. Not to be forgotten, applications of any type can be found including many Windows based programs and enhancements. You won't believe the amount of detail found in some of these programs.

Remember, if some idiot ever asks you how to get stoned, tell them to try drinking wet cement.

I've always wondered how those Shareware Authors actually make out. I usually have good intentions but find it difficult to put a check in the mail. It used to be that the author would write his program and put it out to the world. He hoped that people would feel guilty and send them money. I must say that ST authors are fairly reserved in their request for donations. Some of the Mac authors though use everything from threats to just plain begging. Sometimes the pleas for money are actually more entertaining than the program itself.

Lately most authors are only releasing scaled back versions of their software as shareware and if you want the complete package you must register and pay your money. Game designers will only give you one or two levels to play. Application software restricts printing, the number of files stored or some other means that makes the program less than fully functional. This isn't really a bad way to sell your work. It's more like releasing a limited demo rather than a complete program.

This way you won't feel too guilty when you don't send in your money because it wasn't a "real" program anyway. If you really want the whole program, all you gotta do is register. Nice set up. Although I would appreciate it if they would tell you up frontwhat their restrictions are. I would like to shoot the guy that wrote that adventure game that I was playing to 1:00 am one morning when a message popped up saying that I was killed by some purple worm and the only way I could be saved is to send him $15. I would like to send him something and it wasn't $15.

POLITICS ?.....

Congress is now proposing a law that we've already known for years, "If it's not in a computer, it doesn't exist". If you don't believe that listen to this. I had a person call me up and asked about the builder that built my house. Some computer service sold him the information which included my name, address, how much the house cost (to the penny), how much I borrowed and where I financed it at. True story.

The March Disks...

TADS Ver. 2.0 ....

TADS (Text Adventure Development System) Is designed to create text adventure games quite easily. For all those you have always wanted to create the Great American Adventure. You write the game as a text file and use the special compiler to make the game. A run time module is provided as well as some sample text files ready to compile. Remember, if it smells like an adventure game then it MUST be an adventure game. NOTE: This isn't the 1:00 am one.

ST Public Domain

Dennis Wilson

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of $1.75 per disk for Disks 1-300, which are single-sided, and $3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional $.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programsthemselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 411 - UTILITY DISK (DSE, 80 X 10)

DBWRITER: dbWRITER was originally an experiment in alternative interfaces. The author wanted to create a custom graphic user interface that would closely resemble GEM and be portable to the IBM platform. dbWRITER is configurable and will therefore run on all ST platforms. One megabyte or more is recommended though you can run without the dictionary on a 520ST. dbWRITER really needs more than one megabyte and a hard drive if it is to be fully appreciated. You will need a monochrome monitor. This version of dbWRITER supports the dbWRITER thesaurus. DB-SUPP: Included in this folder is a set of supplemental dictionary files for use with dbWRITER. These are 1) MEDICAL.DAT - Medical dictionary, 2) PHARMACY.DAT - Pharmaceutical dictionary, 3) LEGAL.DAT - Legal dictionary, 4) BIBLICAL.DAT - Biblical words and names, 5) COMPUTER.DAT - Names, terms and words used in the computing field, 6) NAMES.DAT - All sorts of different names, boys and girls, and 7) MATH.DAT - Mathematical dictionary. Also included is a program for compiling your own dictionaries.

STNG1: A folder containing 4 text files relating to Star Trek: The Next Generation (STNG). These are files containing downloads from the Genie Roundtables discussing these subjects. Included are: 1) Two text files totalling 33k covering the period 11-27-88 to 1-30-93, 2) A 12k file discussing various individual characters in STNG, and 3) An 11k file discussing the Troi character in STNG. STNG2: A folder containing 6 text files relating to STNG and Deep Space Nine (DS9). These are more files containing downloads from the Genie roundtables discussing these subjects. Included are: 1) Two files totalling 84k on DS9 covering the period 1-30-93 to 2-6-93, 2) Two files totalling 44k concerning STNG covering the period 11-27-88 to 2-7-93, 3) A file of

ST PD

from previous page

17k discussing individual characters in STNG, and 4) A file of humorous comments concerning the latter series.

UNSIT: Unsit - Extract/list files in a Macintosh Stuffit archive file. For the Stuffit archive file listed, extracts the files in the archive into separate files. This makes it possible, for example, to separate a large StuffIt file into component files for selective downloading, rather than downloading the larger archive file just to extract a single, small file. It also allows the use of StuffIt to compress a group of files into a single, smaller archive that can be uploaded to a Unix system for storage, printing, etc.

DISK 412 - UTILITY DISK

ANSI180: ANSITerm V1.80 - A 100% ANSI VT-102 compatible terminal program that supports full 16 colors, blinking text, with 80 columns. This version features:

1) Support of X-modem, Y-modem, and Z-modem transfers (using XYZ.TTP)
2) Full mouse support and menu bars,
3) AutoDialer with separate options for every entry
4) Capture buffer with the ability to send and print selected blocks
5) Selectible color palettes
6) View Buffer and block functions
7) Auto Z-modem Download and Upload
8) Ten 79-character global macros
9) Upload/Download paths can be set along with the path of XYZ.TTP
10) Better compatibility with Warp 9
11) Supports Y-modem G with Alan Hamilton's XYZ 2.02.

ARTST232: Art-ST V2.32 - A powerful drawing program that operates in low, medium, or high resolution. Not only will you find many of the features expected in a drawing program, but Art-ST also explores some rather unique areas of its own, such as that it uses all of your computer's memory to support multiple picture buffers. This can range from approximately 8 picture buffers on a 520 ST, to over 110 picture buffers on a Mega ST4! You may also create your own animation sequences using these picture buffers by using Art-ST's built in Slide Show feature.

BLITZ_HD: Blitzschnell Hard Drive Defragmenter and Optimizer V1.44 Beta-This program offers a unique visual perspective of your drives data. The program is designed primarily for hard drives. CAUTION: While it can be used on other mediums providing it can identify the FAT format, it is not intended nor recommended that you use this program where physical copy protection is present. (ie, commercial games).

FREEFL12: A script file for Aladdin. What Aladdin is and what a script file is not explained by the author in the accompanied documentation. He does explain how to load an script file into Aladdin, so you should be able to get the script into Aladdin to see what it does. This is handy, because the author doesn't explain exactly what the script file does either! He does talk about getting the file description

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tion and Autopass 1 and 2. Does that help? I'm sure whoever is into this sort of thing will think this script file is the greatest thing since sliced bread!

JETEMU11: This little program arose out of the need to verify printer data that is being sent printers of the DeskJet printer family. It has only one function: Load a DeskJet printer file that has been created on disk by any application capable of doing so, and displaying the resulting page on the screen. JetEmu can therefore be used as print preview for most programs that can print to disk with a DeskJet driver.

ST_ZIP21: STZip V2.1 - An archiver that process .ZIP files, as does PKZip on IBM PC. It can extract and add files, is fast and uses GEM. It can also compress subdirectories and store comments. You can use STZip from a shell or a program with a command line or within its built-in GEM shell (start stzip.prg from desktop). You can also install it as a GEM application on the desktop with extension .ZIP. STZip will open the zipfile when you double click on it. Improvements to this version include speeding up inflating on self-extracting files and extending the limits of a zipfile, so that it is now possible to have up to 65536 files in a zip, assuming you have the memory to handle them. Note that files zipped with this version require this version to unzip them. An example is the NETHACK program on Disk 414. This is therefore a must-have program, if you are working with zipfiles.

DISK 413 - DEMO (DSE, 80 X 10)

TREK_FAM: A collection of text, sound, and picture files that serve as a multimedia family for the utility Connections, Version 1.0 of which is on Disk 406. A Connections multimedia family is an interactive collection of graphics, sounds, animations and text presented for your enjoyment and education. You simply click the mouse over top of icons and areas on the screen that in turn bring forth information. This Connections family concerns both "Classic Trek" and Star Trek: The Next Generation. When you load this family into Connections, you are presented with a screen with 6 sections: 1) The Last Generation, 2) Time Line, 3) The Next Generation, 4) Gene Roddenberry, 5) Impulse Speed, and 6) Warp Speed. The Last Generation and The Next Generation selections take you to other pictures which have "buttons" upon which to click, each of which will take you to still other screens. When you click on Time line, you bring up a text file which is a timeline for Star trek spanning almost 2 million years, gleaned from sources including The Star Trek Concordance, the Star Trek (Next Generation) Technical manual, and from the episodes of both Star Trek live-action series as well as the movies. The dates range from 1,741,647 B.C. to beyond 2664 A.D. Clicking on the Gene Roddenberry Selection gives you a picture of the creator of Star Trek, with the years of his birth and death. Clicking on Impulse Speed and Warp speed give animated sequences of the STNG Enterprise, 1701-D, in impulse flight or entering warp space. Sound sequences are associated with many of the pictures. Note that Connections is a monochrome only program, so you need a monochrome monitor in order to run that program and use this multimedia family. However, the disk contains a number of text files that will fascinate any devotee of Star Trek. You if are one of these, this is a must-have disk!

SIDEVIEW: A side-view of the Starship Enterprise 1701-A in .IMG and .GEM formats.

(continued from previous page)

DISK 414 - GAME DISK

NETHACK: Nethack V3.1 - A role-playing game wherein you have just finished your years as a student at the local adventurer's guild. After much practice and sweat you have finally completed your training and are ready to embark upon a perilous adventure. To prove your worthiness, the local guild-masters have sent you into the Mazes of Menace. Your quest is to return with the Amulet of Yendor. NetHack V3.1 is a product of two years of intensive work by the NetHack Development Team and its Amiga, Atari, Macintosh, OS/2, MSDOS, and VMS ports sub-teams. These include over 30 members from different countries. This is a multi-dungeon game. New dungeons "branch" off the main dungeon at different locations. A unifying mythology was adopted for the game. There are tasks which must be completed in various dungeons before the main task of capturing the Amulet can be undertaken. There are different quests for the different character classes. New to this version is a multi-level endgame full of surprises, and many of the monsters in NetHack now can wield weapons, zap wands, read scrolls, and cast spells. Fighting them must take these special abilities into consideration. This game is BIG! For the first time, I am putting a program into the library in archieve format. This game is 659k zipped! When uncompressed, is is over 1.5 megabytes in size! It is not known whether the files can be separated onto two floppies, so you may have to have a hard drive to run it. The graphics in the program are basic, with emphasis on gameplay. Note that you must have STZip V2.1 or high to unarchieve the program. Version 2.1 is on Disk 412.

OTRPLACE: Other Place, A ST Low/Med/Hi Arcade game - An arcade game based on "Cosmic Chasm" on the Vectrex home video game machine, decent asteroids-ish game.

DISK 415 - GAME DISK (DSE, 81 X 10)

GRANDPRIX: Grand Prix. An overhead-view racing game. In this one, you see a section of the track going from top to bottom of the screen.

RC_CAR: Radio Controlled Car - This is a simple one player racing game. You can race against time or time how long it takes you to complete a number of laps. It is a overhead-view game where the entire track is on the screen at one time. You can create your own low resolution screens with Degas and Degas Elite. Using white when creating track screens simulates ICE! You have no steering when rolling over this color. An unusual feature for a racing game where you can create your own screens.

HAPPINESS

Happiness is as a butterfly,
which when pursued,
is always just beyond your grasp;
but which if you sit down quietly
will alight upon you.

Nathaniel Hawthorne

Erin go Brah

PROGRAM REPORT

by "MR. G"

Having received my assignment to present a program report on the program "PAGE EDITOR" by Alan Kirk from!Dwight (JJ) Johnson at the January meeting, I was surprised to see how good this program was for us 8-bitters. It got me going so much that I am not only going to report on the fine program, but will include some others that I found to be very good.

The PAGE EDITOR is a desk top program for the 8-bit machines. It took Allan Kirk over two years to develope. It allows you to usse the 80 column mode without any periherals, just the softwaare! It is complete with the documentation, clip art functions either from the program or PRINT SHOP GRAPHICS, typeface files, utility files to convert word processing files and for anyone interested in getting into desk top publishing using the 8-bit machines it is super!

It will run on BASIC but Alan Kirk suggests using TURBO-BASIC by Frank Ostrowski to triple the running speed. Alan sent our club the disk and states that it is publick domain for the 8-bit computers.

For those of you who want to get in touch with:

ALAN KIRK
1274 Moneda Ave. N
Keizer, OR 97303-6233
(503)390-6741

Thank you Alan Kirk from ACUnet for the program and letter! It was great hearing from you.

Another good program for the 8-bit computer is DISKIO PLUS (Antic-December 1985) Volume 4 #8 PATRICK DELL'ERA. I beleive we have the disk in the LCACE library. This utility program is very easy to use and allows you to print directories in double column format, alphabetized and numbered! Besides this, it can let you move docs to your printer and give you a hard copy in minutes. Everything that DOS does and more!

For the technical minded, like Corky Bell or Les Larkin, or you other geniuses might I recomment CIRCUIT DATABASE by Randolph Constan -- ANALOG COMPUTING NO. 24, NOV. 1984. This program, too, is probably in the Public Domain Library. Anyhow this is a neat little program that lets you draw out sche-

AN OPEN LETTER TO MIL ATARI MEMBERS:

Dear members:

On February 20, 1993 I had the opportunity to attend your meeting. I wish to thank Lee and Mary for the fine food that they dispenced with gusto!! Lee looks pretty good with his new beard.

When you asked me to say a few words, i hope that I came across as the 8-bit guy.

You were right, Andy Learner -- THE NEWS ROOM was the program that I used to put out the newsletter for the KNIGHTS OF COLUMBUS.

With keen interest I noted that during the meeting the status of membership and the newsletter contents were discussed. Membership in all types of clubs is down. Your newsletter if one of the finest in the country. I should know, due to the efforts of Dwight (JJ) Johnson, I have the opportunity to read a lot of newsletters from all over the U.S.A. and find that yours ranks among the very best.

Sales of all types of computers are down, but do not become downcast.

In closing thank you for inviting me to your meeting, You are a good bunch of **GUYS AND DOLLS.**

Respectfully,

"MR. G"

Welcome to 1993 Everybody
by Larry F Grauzas

The senior Lawrence Grauzas is an avid 8-bit Atarian and talks and teaches 8-bit Atari computers whenever he can. He is a active member of LCACE and demonstrates 8-bit gems to every one of their meeting. He sent this article to the MilAtari Newsletter at my request. Armin Baier

From what I heard, the last meeting of 1992 was a hit. There was a gathering of members and friends at the Waukegan Library on Saturday December 12, and everyone attending had a very good time.On my cabinet wall in the computer room there is a tattered, yellowed article from the magazine section of the Sunday paper many years ago. This is what it said:

NO ONE WILL GET OUT OF THIS WORLD ALIVE!!

Resolve therefore in the year to come to maintain a sense of value. Take care of yourself. Good health is everyone's major source of wealth. Without it happiness is almost impossible

1. Resolve to be cheerful and helpful. People will repay you in kind.
2. Avoid angry, abrasive persons. They are generally vengeful.
3. Avoid zealots. They are generally humorless.
4. Resolve to listen more and talk less. No one ever learns anything by talking. (Armin disagrees here -- I feel that talk and teaching is one of the best ways of learning and solidifying one's knowledge)
5. Be chary of giving advice. Wise men don't need it; and fools won't heed it.
6. Resolve to be tender with the young compassionate, with the aged, sympathetic with the striving, and tolerant of the weak and the wrong. Sometimes in life you will have been all of these.
7. Do not equate money with success.

There are many successful money-makers who are miserable failures as human beings. What counts more about success is how it is achieved.

8. Resolve, this year, to love someone you didn't love last year.

LOVE IS THE MOST ENRICHING INGREDIENT OF LIFE

This year 1993 promises to be a very good year for us 8-bitters. With the so called supercomputers having a rough time of it, what chold be sweeter than to be an 8-bitter? I resolve, that in 1993 I will do my utmost to make our 8-bit group enjoy their machines to the fullest-----wait you'llsee!
HAPPY NEW YEAR!! "MR. G"

matics using the joystick. When you have made your schematic on the screen, the program will print it out to your printer.

Last, but not least, how about a nice little program called MUSORGA by Ron Torborg in ANALOGUE, #34 SEPT. 1985. THIS PROGRAM CONVERTS YOUR TOUCH TABLET INTO A MUSICAL INSTRUMENT! Just the thing for Bobby Bell, so he can play it for his girl friend "T.J". Hi, Dick Lyon, I haven't forgotten about your disks and programs. There's only one problem, my issues of COMPUTE start at 1981 and end at 1985. Your disks and articles start with 1986 and 1987. Wonder if Compute had disks as early as 1981? We missed Bob Berry and Roy Cermak, where the heck were you guys? Do you see what I mean about those good old magazines? I hope to see you all at the comming meetings.

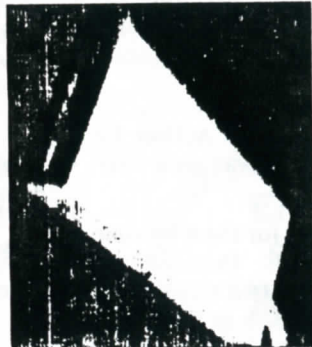EIGHT BITTS ARE FOREVER.

I REALLY MEAN IT!!

"MR. G"

From The Editor!

by: Andy Learner

Sooo... What's news? We've had some nominations for board members, at the last board meeting. Lee, listed them in his article, so I won't bore you with redundancy here, only to repeat the plea of most all the involved user group people that I have had the pleasure to work with. The plea goes something like this:

"This is your user group... if you would like to have it be successful, then volunteer to help. If you don't like the way the officers are managing things, then run for an office, and change things yourself! Part of the fun of the user group is participating and sharing your particular knowledge with those that are just starting to learn."

Of course if you members don't really care all that much, just let those that have the offices now or previously held offices just continue to run things as they see fit. Only then you can all just mumble and grumble complaints that no one will pay any attention to anyway, and nothing will change or improve, just continue on in the same direction (decline).

I for one complain, but I do actually try to do something. Even though I really have too many other things to handle in my life, I have taken the time to compose your newsletter for the last few months. It's not a job I really asked for, rather more like Lee asked me to handle it. I am only doing a minor part of the job, Armi Baier does most of the work, I just "polish" what he puts in. So

it truly is a "team" effort. That's how I would suggest that a new editor handle this job. BTW, it can be a fun process also.

I would say that the editor should have at least a crew of 3 or 4 people. One person should act like the business manager and "press agent" actually taking the final layout to the printer, and picking the finished newsletters up and bring them to the SEC meeting to be collated, stapled, labeled, and stamped. The second person would get the ads from local vendors, or any person that would support the newsletter with an ad. This aspect of the job, is the one I like the least but, if the work is split up then it isn't quite as tedious.

The third person could be in charge of downloading the articles or typing them in - spell checking them, and saving them in a format suitable for importation into the desk top publishing program the editor has chosen. They could also actually do the layout and design preliminaries, subject to the editors final approval.

Then of course there is the editor in charge of production. That is the "HEAVY" position of authority, the guy with the final word so to speak. This person also has the responsibility of the actual "vote" on the MilAtari Executive Board. Of course if the editor chose to let the actual layout or publishing be done by one of the other "staff", that would work as well.

In fact as I am writing this, it occurs to me that I could still do this job, with the help of two new people. So if you are the least bit interested in how things are "put together" or feel that you have the willingness to do or learn any of the tasks that I outlined give me a call, or EMAIL me on the

BASEMENT BBS 475-6768

ST Supplemental P.D. Disks

by: Bill Janutka

DISKS S083-S086 PICTURES (DS, 1MEG)

This month we have four more disks of space related pictures in the GIF and MAC format. The viewer (VIEWGIF1.PRG) can be found on disk S085 as well as on previous disks S071, S075, and S077.

Disk S083 Neptune and Planets.

Disk S084 Drawings of Planets.

Disk S085 Nebulae and galaxies. (Viewer).

Disk S086 Nebulae and galaxy.

logo Design by: Dwight R. Lorenson Jr.

What's In a BASEMENT BBS, you ask?

It's a new BBS run on guess what, an ATARI computer! Rich Sanchez now owns **EXPRESS! ST** software, originally written by Keith Ledbetter while working for ICD Software. There have constant upgrades to the software since Rich bought the rights to it. I originally ran an 8-BIT version called Express PRO, and am thrilled with the improvements I see in the newest ST version.

It's very easy to set-up, and get running, as well as maintain. In fact I do most of the sysop work from a remote location. If you have ever called an Express BBS, it's functions are very much the same, although many of the menus are different, with different key commands. It runs as a command line, with the menus being called by a question mark (?). The program can also network into FIDOnet, send EMAIL and files across the net to other ATARI BBS's. We haven't set this function up yet, but could if the user base would support it.

The main purpose for the system is to facilitate the function of the newsletter, and additional support for Desk Top Publishing in general. There is a special SIG area filled with PD fonts for Calamus, another has an ARC'd catalog of IMG images I have scanned. There is also an area for Q&A's about the **CALAMUS or OUTLINE** program. It gives you direct access to me or Armi, to help you answer your questions or problems. We can also scan images for you, and upload them into the system, for you to

download into yours.

There are also a couple of on-line games, Hangman, Blackjack, and a Space conquest kind of game where you ba'tle and trade to win planets. I haven't quite figured this one out yet, so if you can log into it, and let me know how it works!!!

I hope you all log into it, and give it a peek. And don't worry, you can't "break" it by doing something strange on your end. The worst thing to happen will be that the system may lock up, then logs you out! I think you'll enjoy your trip.

At school one day, a teacher was teaching the kindergarten the Pledge of Allegiance to the Flag.

"Now as we say the oath, let us all put our hand on our heart".

One little boy put his hand on his rump (bottock) which seemed very incongruous.

She hesitated for a while, then because is seemed so absurd, she said to the boy,

"Why do you put your hand there? Who taught you that that is where your heart is?"

Without a flinch the boy reply, "My grandmother always pats me there and says 'Bless your little heart'".

MAC ATTACK (continued from page 4)

ICON QUEST Ver. 1.21 ....

This is a strange little game that wants you to make the Super Icon out of little Icons. You move icons around until they evolve into new icons and then finally the "SUPER ICON". I don't know, check it out.

Your official source of club news and information

Welcome to 1993
Everybody
by Larry F Grauzas

The senior Lawrence Grauzas is an avid 8-bit Atarian and talks and teaches 8-bit Atari computers whenever he can. He is a active member of LCACE and demonstrates 8-bit gems to every one of their meeting. He sent this article to the MilAtari Newsletter at my request. Armin Baier

From what I heard, the last meeting of 1992 was a hit. There was a gathering of members and friends at the Waukegan Library on Saturday December 12, and everyone attending had a very good time.On my cabinet wall in the computer room there is a tattered, yellowed article from the magazine section of the Sunday paper many years ago. This is what it said:

NO ONE WILL GET OUT OF THIS WORLD ALIVE!!

Resolve therefore in the year to come to maintain a sense of value. Take care of yourself. Good health is everyone's major source of wealth. Without it happiness is almost impossible

1. Resolve to be cheerful and helpful. People will repay you in kind.

2. Avoid angry, abrasive persons. They are generally vengeful.

3. Avoid zealots. They are generally humorless.

4. Resolve to listen more and talk less. No one ever learns anything by talking. (Armin disagrees here -- I feel that talk and teaching is one of the best ways of learning and solidifying one's knowledge)

.5. Be chary of giving advice. Wise men don't need it; and fools won't heed it.

6. Resolve to be tender with the young compassionate, with the aged, sympathetic with the striving, and tolerant

of the weak and the wrong. Sometimes in life you will have been all of these

.7. Do not equate money with success. There are many successful money-makers who are miserable failures as human beings. What counts more about success is how it is achieved.

8. Resolve, this year, to love someone you didn't love last year

LOVE IS THE MOST ENRICHING INGREDIENT OF LIFE

This year 1993 promises to be a very good year for us 8-bitters. With the so called supercomputers having a rough time of it, what chold be sweeter than to be an 8-bitter? I resolve, that in 9993 I will do my utmost to make our 8-bit group enjoy their machines to the fullest----wait you'll see

HAPPY NEW YEAR!! "MR. G"